

Tools of the Trade

As he tries to make his escape off of the *Dark Athena*, Riddick will need some help. He must use various weapons and equipment not only to neutralize threats, but also to gain access to various parts of the ship. Here you will find out about each and every weapon and tool as well as how to best use them.

Melee Weapons

Hairpin and Blades

Description: Riddick acquires a hairpin from Revas right at the beginning of the game. It is essentially a dagger that you can use for both stabbing and slashing.

Tactical Notes: Combat knives, scalpels, and other blades function the same way as the hairpin; you can use the same tactics for all of them. Although the hairpin causes less damage than the club, its speed makes it preferable when going toe-to-toe with an opponent. A series of quick slashes with this weapon can drop an enemy in a few seconds. Fighting tactics should resemble regular hand-to-hand combat; block incoming strikes and wait for the right opportunity to slash. Do not stick and move when an opponent is also armed with a blade—since blades can strike quickly, it is difficult to get out of the way.



Hairpin and Blades Fighting Moves

Attack	Buttons
Block	Block button
Downward Slash	Attack button
Left-to-Right Slash	Left plus attack button
Stab	Up or down plus attack button
Counter/Lethal Move	Attack button when weapon is flashing

TIP

The quickest way to down an opponent with the hairpin is to intercept an incoming strike by pressing the attack button when the hairpin or blade flashes. Riddick grabs the attacker's arm and shoves the hairpin or blade into the enemy's neck.

Club

Description:

Use a club when you really, really want to hurt someone. A few good whacks

with one of these on an easier opponent, and he ain't getting back up.



Tactical Notes: This two-handed weapon is devastating in a fight, but it's also clumsy. The club's heavy weight requires long windups before delivering a strike, leaving the wielder open to attack. A quick target can dodge the incoming blow. For this reason, reserve the club for surprise attacks when you can whack your opponent in the back of the head. When facing an enemy with a club, use the stick-and-move technique to strike, then backpedal before your opponent can swing. Unless you have a club of your own, don't block an incoming strike. Instead, step out of the way to stay alive.

Club Fighting Moves

Attack	Buttons
Block	Block button
Right-to-Left Swing	Attack button
Left-to-Right Swing	Left plus attack button
Overhead Smash	Up plus attack button
Chin Strike	Down plus attack button
Counter/Lethal Move	Attack button when weapon is flashing

TIP

When equipped with the club, you can block all incoming strikes, including slashes and stabs from a blade. The only exception to this rule is a strike delivered with the butt of a firearm.

Ulaks

Description: These curved fighting blades are the ultimate melee weapon. Riddick picks them up while on the *Dark Athena* from a merc he kills.

Tactical Notes: Once you have the ulaks, there is little reason to use any of the other melee weapons. When in hand-to-hand combat with an enemy merc, especially one of the leaders, it is a good idea to switch up your fighting moves. Try starting with a basic slash, quickly hitting the enemy before he or she can block, then follow it up with a slash up, and then the combo. This series of moves inflicts a lot of damage, so you are set up for a counter if those moves have not already killed the enemy. Ulaks are also great for sneaking up on enemies, such as drones, from behind to stealthily kill



them. The ulaks are one weapon you want to be able to switch to immediately. Set them as one of your hot buttons or hot keys so you can quickly pull them out for a melee attack.

Ulak Fighting Moves

Attack	Buttons
Block	Block button
Right-to-Left Slash	Attack button
Left-to-Right Slash	Left plus attack button
Right, Left, Double Outward Combo	Up plus attack button
Slash Up	Down plus attack button
Counter/Lethal Move	Attack button when weapon is flashing

TIP

When fighting against an alpha drone, it is important to have your ulaks ready to use as soon as you stun this enemy. Only with the ulaks equipped can you move in to finish off these tough enemies.

Firearms

Gun

Ammo Capacity: 14

Fire Mode: Semi-automatic

Description: A simple, single-fire weapon, the gun is reliable but not very powerful.

Tactical Notes: This pistol may not look like much, but it's more than capable of getting the job done, especially if you're using it for headshots. This is most effective when targeting stationary unsuspecting enemies. The gun is also useful for shooting out lights, regardless of distance. As a rule, use the pistol whenever one bullet will do the job. If you're not sure if one bullet can ensure the kill, defer to the shotgun or assault rifle.



Description: Good up close or from a distance, this automatic rifle pumps out rounds until you decide your target is dead, or until you get bored with shooting the dead corpse for fun, whichever comes first.

Tactical Notes: The assault rifle is the most well-rounded weapon in the game. Pick one up as soon as you can, and be sure to collect ammo for it after killing mercs armed with this weapon. The assault rifle is fully automatic, capable of spitting out a wall of lead within a few seconds. When fired in long bursts, the rifle bucks out of control, reducing accuracy. For this reason, squeeze the trigger and release, firing no more than two or three rounds at a time, especially when engaging targets at long range.

The assault rifle is also fitted with a flashlight you can activate by pressing the light button. This comes in handy for finding your way through dark ducts and other shadowy areas. But the flashlight also gives away your position, so use it sparingly.

Assault Rifle

Ammo Capacity: 38

Fire Mode: Automatic



Dossiers

As Riddick tries to escape from the *Dark Athena* and then Aguerra, he comes across a number of personalities. Some want to help him. Some want to kill him. Others are just there. This information helps add to the story of *The Assault on Dark Athena*.

Athena

This merc ship is a military-class vessel equipped with state-of-the-art weapons technology and a crew of 235 mercenaries.

The *Dark Athena* began her career as the *Bellocka MV*. She was built at the Katlin shipyard outside Tangier Six before the Walling Wars. She was later purchased by Irvin Senate and his mercenary corporation. The ship was refitted and renamed *The Locust*.

Senate had her mounted with dozens of Shipbuster cannons, hundreds of Relayer Guns, and a squadron of dogfighters. With a ship this strong the plan was to dominate the region of lawlessness near the Outerzone. Senate appointed his close friend and ally, Yoto, to be his XO, knowing the man could be trusted completely with the ship and crew.

When Revas took over, she renamed the ship *Dark Athena* in memory of her mother.



Mercs

Gale Revas

Even as a child Gale Revas was full of piss and vinegar. After her parents were executed for piracy, young Revas took to the slums of Sol Lucia like a fish to water. She was recruited into one of the more violent gangs roaming the grim streets of this failed world, and soon they were looking to her as their leader.

She ran that crew like her own personal army—until the day the Sol Lucian Marine Corps recruited her to fight their nasty little war. She was a tough girl, and a good fighter to boot. Those brutal years in the service turned the already hard shell that enclosed her into titanium steel. This is why the band of mercenaries that captured her didn't just kill her on the spot.

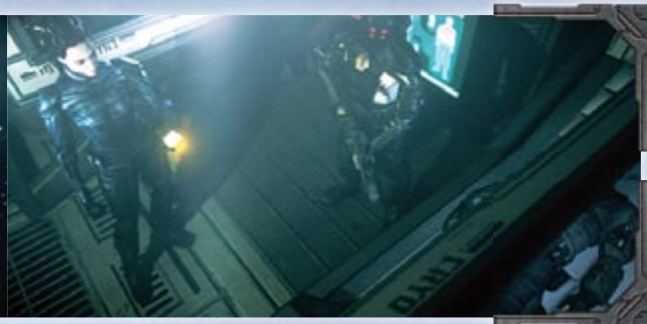
Irvin Senate—the captain of that mercenary ship—saw the talent she had but not the darkness that dwelled beneath. Revas was like a poison. She had this beguiling way about her that few could resist, and a sly wit that the Devil himself would envy. And when her charm failed to accomplish what she wanted, her inner brutal nature usually took care of any opposition.

If only poor Senate had known what she'd do to him when he took Gale Revas on as a mercenary aboard his ship...



Hijacked

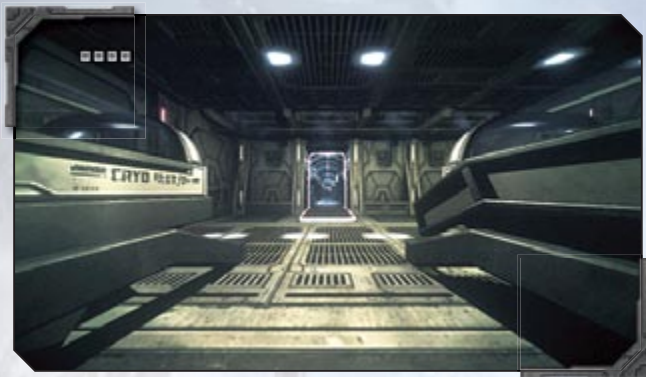
Cargo Bay



The ship carrying Riddick and Johns is captured. Johns is taken prisoner. However, Riddick manages to stay hidden during the boarding. He recognizes the captain of this ship. Now it's time to get aboard her ship and see what is going on.

Objective

**Follow Captain Revas
aboard the *Dark Athena*.**



Enter the large cargo bay and note the crates and dark shadows on the left side. There's no one here right now, but it is always a good idea to know where you can hide if trouble shows up.

Since your spacecraft is not going anywhere anytime soon, you need to get aboard the *Dark Athena*. Head out through the doorway Revas and her crew cut out of your ship.



As you approach the airlock, wait for Revas and her party to exit and advance down the

corridor before entering the airlock yourself. Wait to be decontaminated, then continue on to the *Dark Athena*.

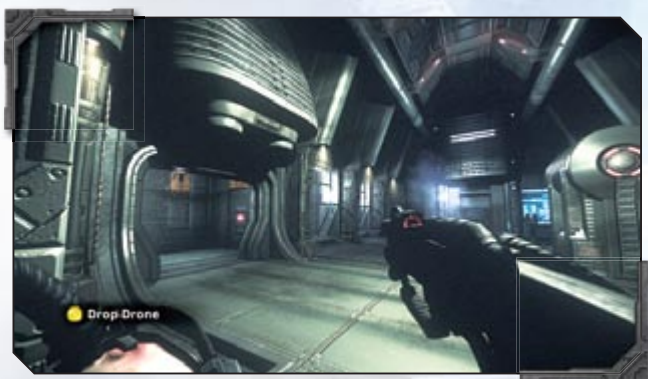


Turn to the right and walk to the keypad. Use it to try to open a door. The screen turns red and reads "Access Denied." A voice states that an officer is being sent to the cargo bay. Time to hide.



Rush to the crates on the other side of the room and crouch down in stealth mode. Wait for a drone to enter the bay and look around. It eventually comes over by the crates, then turns around.

Sneak up behind the drone and press the alternate attack button to kill it and use its gun.



Shoot out the glass along one of the side walls of the cargo bay. This allows you to exit the area. Drop the drone and drag it into the shadows before continuing.

Objective

Investigate the ship to see what you are up against.



Step through the broken glass into another room and turn right. In the dark corner you will find a bounty card [#7]. Pick it up and add it to your collection.



Now climb up onto the crates—first the short one, and then to the top of the stack.



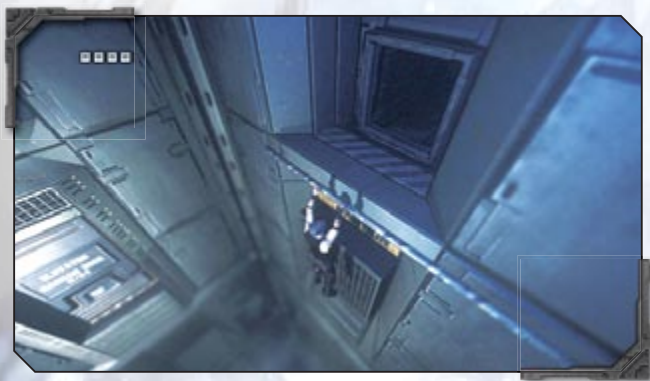
Look up and press the use button to jump up and grab onto the hangrail. Go hand over hand to get to the end and drop next to an emergency ventilation opening. Crouch and enter.



Up ahead, you see a little girl. Her name is Lynn. Her parents have been taken and her father has been turned into a monster. She must mean those drones. She also offers some important information. Some drones have white lights. These can talk and can see you in the shadows when they use flashlights. However, the drones with red lights just follow programmed routes and are easier to avoid.



After talking to Lynn, turn to the right in the shaft and continue until you reach a ventilation grate. Kick it out, but don't jump down just yet.

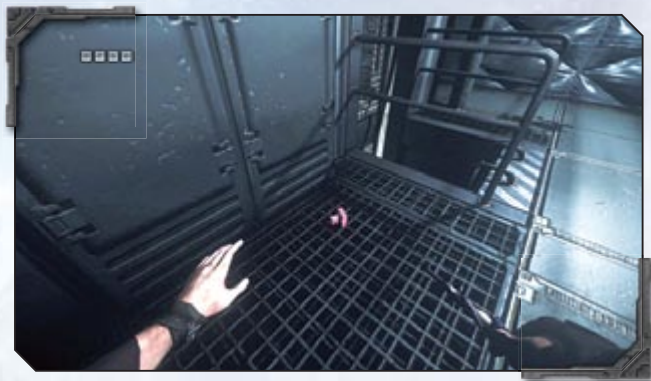
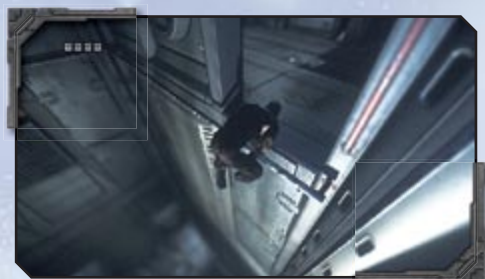


This is an elevator shaft and it is a long drop. Press the use button to grab onto a pipe. Shimmy around to the right.



When you get to a doorway, don't climb up just yet. A drone is on patrol. Notice that it has white lights. It appears that the drones can be directly controlled from a remote location. When the lights are white, someone is controlling the drone and you can hear the controller's voice. After a bit, the drone is put back on automatic and the lights turn red.

After the drone leaves, climb up to the floor and make your way around to the right.



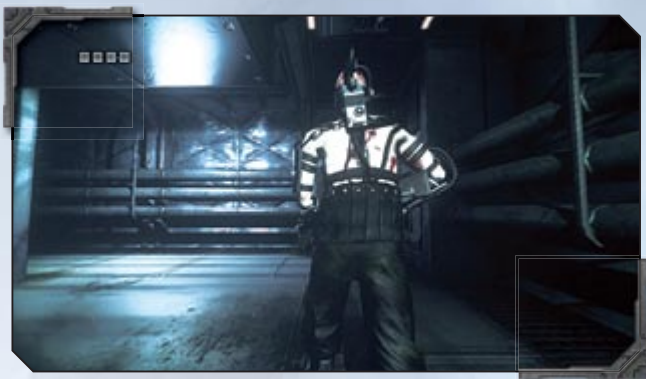
On the ground near a ladder is a NanoMed cartridge. Don't pick it up yet. Instead, walk over

to the NanoMed health unit. It still has enough charge to heal two of your health boxes. That should be enough for now. After healing, pick up the cartridge and save it for later.

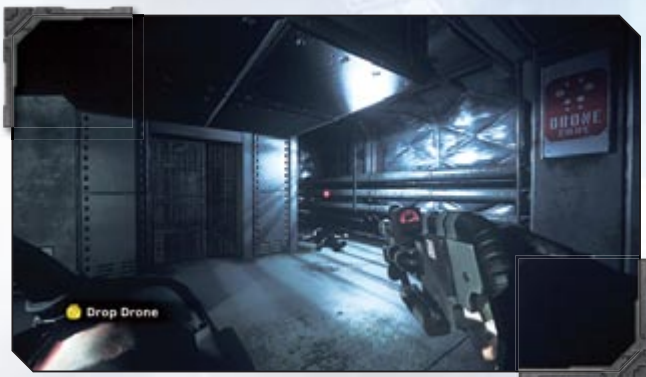


Now climb down the ladder and follow the corridor to this crate. Make sure you are crouched

down in stealth mode. Stay in the shadows as a drone patrols towards you.



After the drone turns around and begins walking away, sneak up behind it and press the alternate attack button to kill it while grabbing onto its gun.



Be ready for another drone to come around the corner up ahead. Take aim and shoot it before it can attack you. Finally, drag both drones' bodies into the shadows to hide them.

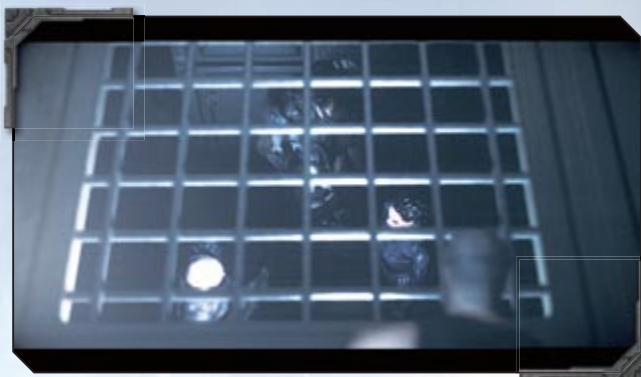


Advance to the doorway from which the drones emerged. It is locked; however,

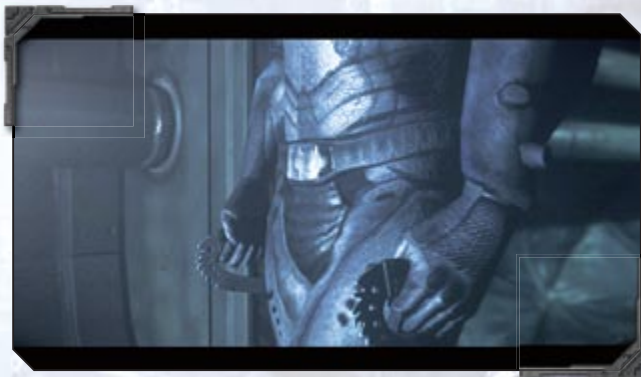
there is a ladder to the left. Descend it and then walk towards the elevator shaft.



Press the use button to grab onto the pipe and then shimmy around to another doorway. Climb up and advance into the room.



Through a grate in the floor, you can see and hear Revas talking to some of her crew. It seems like they are planning on taking Johns for the bounty for helping you escape from Butcher Bay.



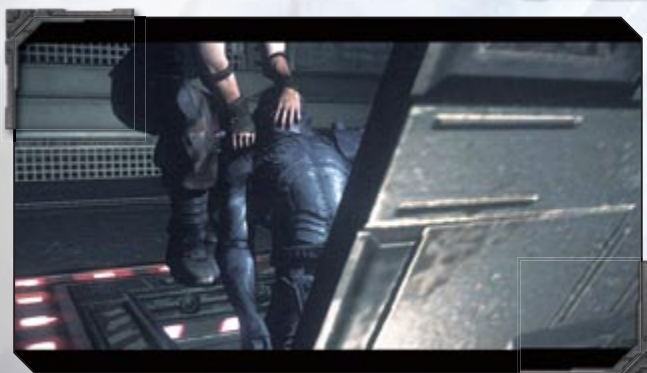
After the conversation ends, Riddick hides in the shadows as a guard with some deadly looking curved blades walks by and enters the elevator, taking it down.

Objective

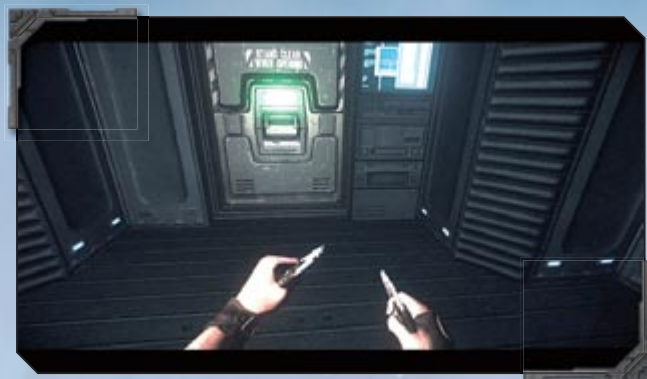
Spinner is taking Johns to the cell decks. Find a way there. The *Athena* prisoners might prove useful.



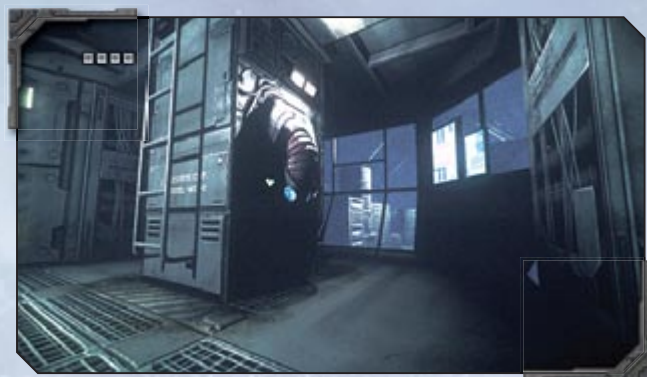
Follow the enemy to the elevator shaft. The elevator is not too far below. Grab onto the pipe by pressing the use button and hang down. Then let go and drop onto the roof of the elevator.



Walk over to the elevator hatch and open it. Riddick reaches down, grabs the enemy, and kills him.



Drop into the elevator and pick up the ulaks. These blades will make you deadly in hand-to-hand combat.



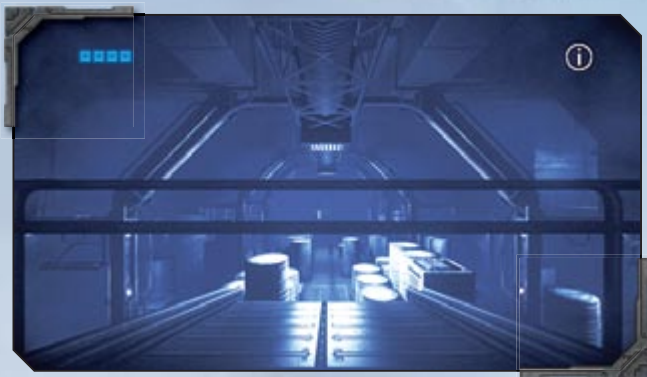
Exit the elevator through the door and advance to a room containing a NanoMed health unit. It still has some charges, so use it if needed.

Objective

Make your way across the cargo bay and find a way to the cell decks.



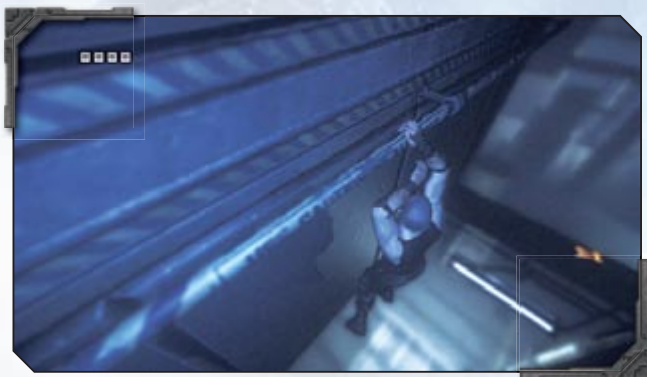
Take a look at the map in the control room where you are located. You need to get across this room to the other control room.



Climb up the ladder onto the roof of the control room. From here you can watch the drone patrolling the cargo hold below.

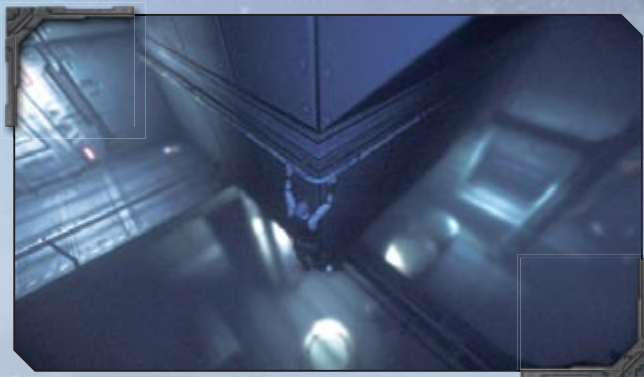
TIP

As you look out over the cargo hold, notice that there are two main columns of crates. Your goal is to sneak your way through without being seen. The most darkness is to the right of the right column. In fact, you can follow a path through this area without leaving the shadows. However, you still have to avoid the drones. If they walk next to you while facing you, they will see you even in the darkness.



Turn to your left and walk to the back wall. Grab onto the pipe and shimmy around to the right. Keep going until you see a support column with a bounty card on it.

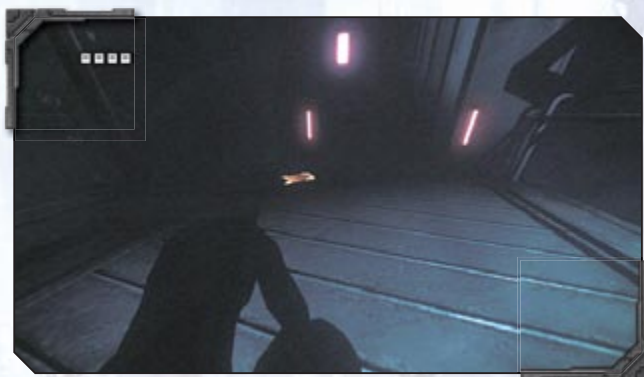
Drop down on the support and pick up the bounty card [#49]. Then shimmy back to the platform with the ladder.



Now go to the other side to find another pipe. Grab onto it and shimmy to the left until you come to a platform.



Drop down onto the platform to pick up the bounty card [#34] and then shimmy back towards the spot where you started.



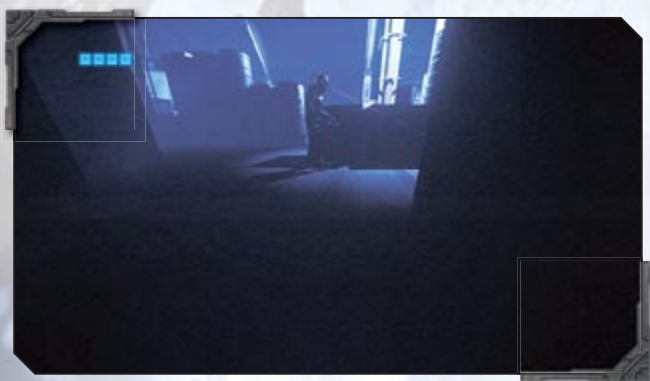
Before you get to the platform with the ladder, stop and drop into the dark corner just on the exterior of the control room. Crouch in stealth mode and pick up a bounty card [#9].



Wait until no drones are looking your way, then jump over the railing and drop to the floor of the cargo hold. Stay crouched and watch for drones. After one walks past you from the right to the left, move to the right column of crates and move carefully around it to the right, staying right next to the crates.



Move towards the opposite control room, keeping the crates along your left shoulder. Stop at the end crate and wait for the drone patrolling around your column of crates to pass you by. Watch for other drones and then head for the dark alcove in the middle of the long wall to your right (along the top of the cargo hold map).

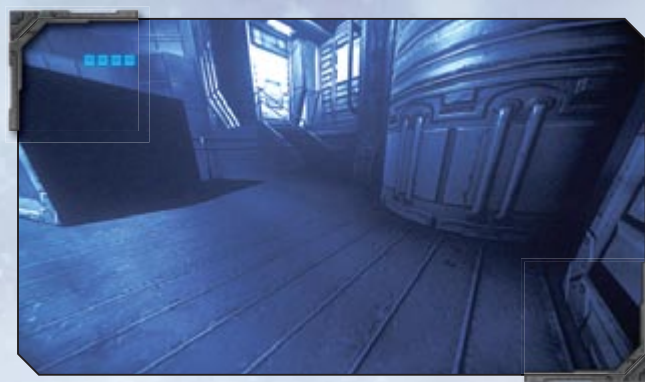


Hide in this alcove until a drone walks past you moving to the right. Follow it around its path as it makes two left turns. Keep the crates right next to your right shoulder. When you get to the end,

watch for drones and follow the line of crates around to the right as you continue towards the control room.



Stop in the shadows of a support column so you are facing the crane. Watch this drone and wait for it to walk away from you.



Now make your move, keeping crates and other objects close to your right shoulder as you advance to the doorway of the control room.



Before heading up the steps, stay in the shadows and make sure no drones are looking your way. Then head up the steps into the control room.

TIP



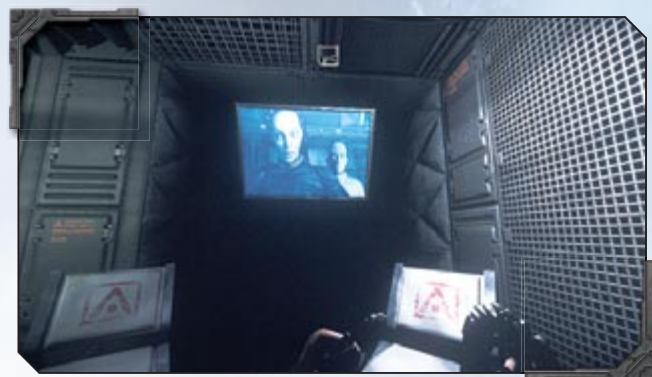
This level can be difficult. If you get caught, kill the drone and then use its gun to shoot others. You will run out of ammo before you kill them all, so drop the first drone and move to another to use its gun. Remember; you can always retreat into the room where you began in order to heal at the NanoMed unit.



Stay in stealth mode as you walk across the bridge towards the central platform.



Continue to the control panel and use it to activate the crane. It will pick up a crate and deposit it in the lower cargo hold. You need to do this because you will use the crane to get to this area yourself.



The control room contains a NanoMed unit. Use it if necessary. However, if you were able to sneak your way through the cargo hold, you probably won't need it. Revas comes on the monitor in the room speaking to the crew of the *Dark Athena*. She tells them to be on the lookout for a stowaway. She knows you are aboard.

Exit the control room through the back door and use these buttons to activate the drawbridge.



Climb down the ladder to the lower level and follow the catwalk around to the right.

Walk across the arm of the crane to get to the walkway on the lower level of the cargo hold.

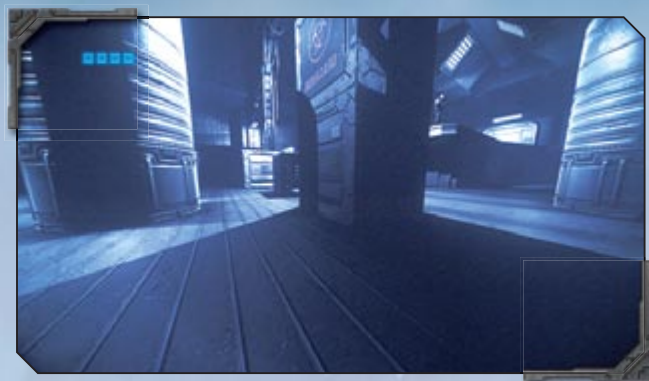




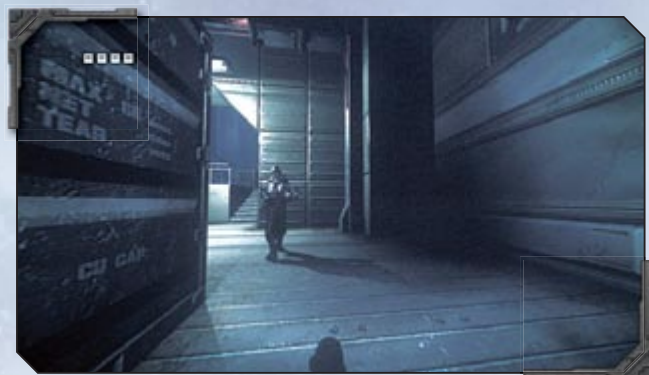
You now have to get across another cargo hold. This one does not have a completely dark path. You have to go out in the light occasionally. Start off by moving forward while staying crouched in the shadows. Watch the drones patrolling in front of you.

TIP

There is no map showing you this cargo hold. From where you begin at the bottom right of the area, you need to get to the platform on the far side. Don't go down the right side this time. It has lots of drones and is a dead end. Make your way across to the left at your side of the area, advance down the left side, and then cut across to the right.



Look around the corner towards the middle of the area. A drone patrols back and forth on an elevated platform. Wait for it to walk away from you, then move to this stack of crates ahead of you.



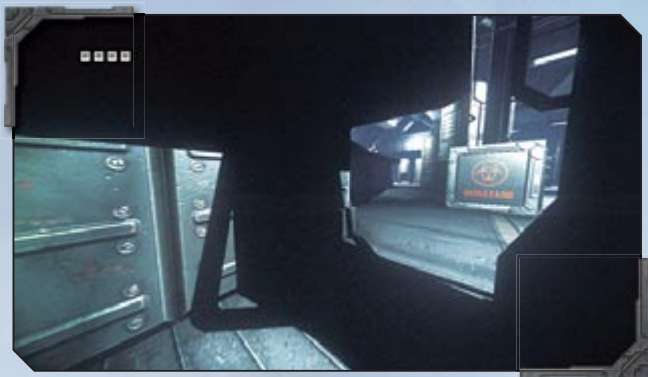
Watch for a couple of drones to the left. One patrols around containers on the left side. Another patrols between those containers and the gap in the crates where you were hiding. Stay in the shadows and out of their way. As the one heads to the right side of the hold, follow the other as it goes to the left around the far side of the containers. Hide in the shadows along the far left wall.

TIP

This area is tough to get through. It may take several tries to do it stealthily. However, you can always sneak up behind a drone, kill it, and use its weapon to kill others.

Watch the two drones in this area, and when it is clear, rush up the steps to pick up a NanoMed cartridge. Save it for later.





Wait in the shadows by the steps for the drone patrolling around the containers on the left side to walk away from you. Follow in behind as it moves through the shadows. Then when it heads left, keep going straight towards the far end of the area. Stay to the left. When you get to the end, head right and hide in the shadows here looking back towards the elevated platform where the drone is patrolling.

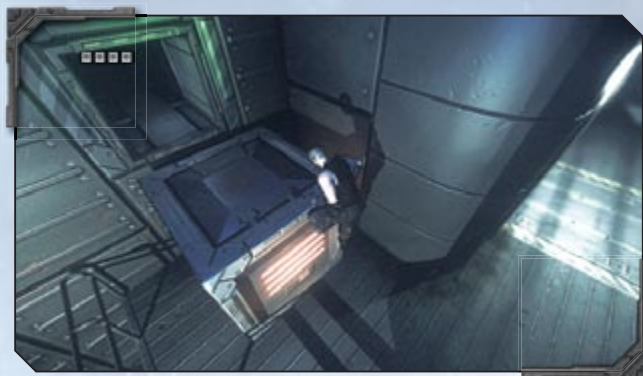


As this drone walks away, move to the right side of the area (far right from where you started) and pick up a bounty card [#19]. Hide in the shadows and wait for the drone on the elevated walkway to again move away from you.

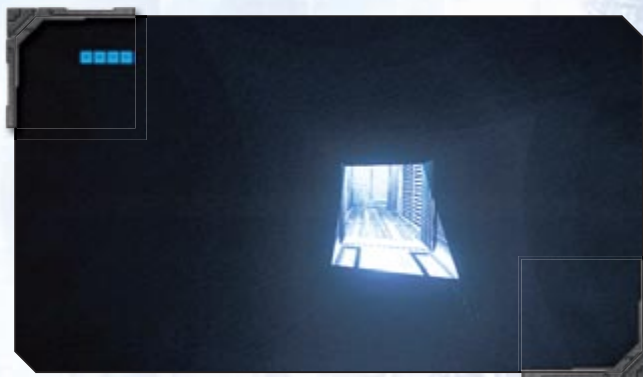
Climb up on the nearby small crate, and then onto the larger container. Jump over the railing and onto the platform.



Quickly hide in the shadows on the side of the platform while the drone walks back your way.



As it walks away again, rush across the platform to the other side. Climb up onto this crate and then crawl into the ventilation shaft.



Follow the shaft around to exit the cargo bay and enter the cell decks.

Appendix A

Bounty Card Locations

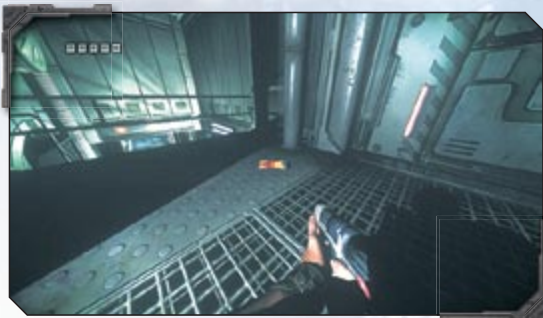
1: Jimmy Greshner



Level: Village Square **Page:** 107

Details: Under the destructible scaffold to the left of the room card #21 is in.

2: Harry Pentwine



Level: Main Decks **Page:** 67

Details: Climb the ladder and walk around to the left and to the end of the corridor.

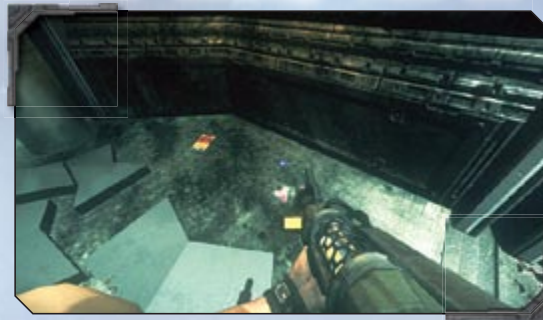
3: Miss Kissy



Level: New Venice South **Page:** 99

Details: When facing the supply depot door (the one you unlock with the key) it is in the alcove to the left.

4: "Lucky" McFall



Level: Starport **Page:** 131

Details: Use the alpha drone's grenade to blow up the explosive barrel above the corner it comes round. A door blows off as the roof collapses. The card can be found in there.

5: "Bouncer" Reckwin



Level: Main Decks **Page:** 68

Details: Climb up the ladder and use the hangrail. Walk to the end of the corridor.

6: Horis Mondlion



Level: Alternator **Page:** 55

Details: In the vent immediately to the left after exiting the maintenance control room (four drones patrolling in a square room; use the lift as a bridge)

THE CHRONICLES OF RIDDICK™

ASSAULT ON DARK ATHENA

prima official game guide

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Michael Knight has worked in the computer/video game industry since 1994 and has been an author with Prima Games for ten years, writing over 60 guides during this time. Michael has used both his degree in Military History and experience as a high school teacher to formulate and devise effective strategies and tactics for hit titles such as the *Tom Clancy's Rainbow Six* and *Hitman* series. He has also authored several titles in the *Star Wars* universe including *Star Wars Republic Commando*, *Star Wars Episode III: Revenge of the Sith*, *Star Wars Battlefront II*, and *Star Wars: Empire at War*. Michael has also developed scenarios/missions and written game manuals for SSI, Red Storm Entertainment, and Novalogic.

When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and six children at their home in Northern California. It was with their help that Michael used his abilities and experience to write three travel/strategy guides on Disneyland and Southern California, in which he developed tips and hints to help vacationing families save time and money while maximizing their fun.

We want to hear from you! E-mail comments and feedback to mknight@primagames.com.

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